ABSTRACT OF THE DISCLOSURE

2   A display interface device and method for an individual personal computer, workstation, or embedded system comprising one or more display

4   interfaces; a video library; and driving any one of a plurality of video displays of a plurality of types connected to the one or more display interfaces from output

6   of the video library. OpenGL is a preferred API. Driving of hybrid displays as well as stroke displays using formats designed for raster displays (such as

8   VAPS) is also provided for. Real-time switching between displays is also provided for.